

LETHAL WEAPON



ENGLISH

ocean[®]

ATARI ST · CBM AMIGA

EmuMovies

LETHAL WEAPON

SCENARIO

DETECTIVES **RIGGS** AND **MURTAUGH** ARE REALLY UP TO THEIR NECKS IN IT THIS TIME. THE 'LETHAL' DUO ARE CALLED TO THE SCENE OF A BOMB SCARE. RIGGS CAN'T WAIT FOR THE BOMB SQUAD AND DECIDES TO DEFUSE THE THING HIMSELF. HE CUTS THE WRONG WIRE AND THEY HAVE TO RUN FOR THEIR LIVES. THEY MAKE IT BUT THE BUILDING DOESN'T. NATURALLY, THE CHIEF IS A LITTLE UPSET AND, CONSEQUENTLY, THEY ARE BACK IN UNIFORM AND BACK ON THE STREET - PATROLMEN RIGGS AND MURTAUGH HIT THE TOWN.

WHEN THEY FOIL A ROUTINE ROBBERY AND DISCOVER A SUSPICIOUS QUANTITY OF WEAPONRY, THEIR REPORT IS HUSHED UP.

UNDETERRED, THE TWO COPS INVESTIGATE FURTHER AND DISCOVER MASSIVE ILLICIT DEALINGS IN WEAPONS CONFISCATED BY THE POLICE.

IT SEEMS THERE IS ALREADY AN INTERNAL INVESTIGATION INTO THIS MATTER, BUT RIGGS AND MURTAUGH ARE NOT DEEMED RESPONSIBLE ENOUGH TO HELP.

FIRST THEY MUST PROVE THEIR WORTH IN THE FIELD OF "ORDINARY" POLICE WORK BY CLOSING FOUR LONG-STANDING FILES. IF THEY SUCCEED THEY WILL WIN BACK THEIR BADGES AND TAKE ON THEIR TOUGHEST CASE YET.

LOADING ATARI ST/AMIGA

THE GAME REQUIRES ONE MEGABYTE OF MEMORY TO RUN.

INSERT THE LETHAL WEAPON DISK INTO THE INTERNAL DISK DRIVE OF YOUR COMPUTER AND SWITCH IT ON OR RESET IT.

THE GAME WILL LOAD AND RUN AUTOMATICALLY.

THE DISK MUST REMAIN IN THE DRIVE WHILE THE GAME IS RUNNING.

CONTROLS

LETHAL WEAPON IS A ONE PLAYER GAME.

YOU MAY CONTROL EITHER RIGGS OR MURTAUGH WITH THE JOYSTICK OR THE KEYBOARD.

KEYBOARD

USE THE CURSOR ARROW KEYS FOR MOVEMENT.

RIGHT SHIFT KEY OR O KEY TO FIRE.

JOYSTICK & KEYBOARD MOVEMENTS

- LEFT/RIGHT - MOVE LEFT AND RIGHT
- UP - JUMP, CLIMB LADDERS/PIPES, ENTER DOORWAY
- DOWN - DUCK, CLIMB DOWN LADDERS/PIPES
- FIRE - SHOOT/KICK

NORMALLY, PRESSING **FIRE** WILL ACTIVATE YOUR CHARACTER'S WEAPON; BUT IF YOU ARE CLOSE TO SOMEONE OR SOMETHING HE WILL KICK INSTEAD. IN THE LIKELY EVENT THAT YOU RUN OUT OF AMMUNITION, KICKING WILL BE YOUR ONLY OPTION.

USE UP/JUMP TO ENTER A DOORWAY.

YOU MUST STOP IN FRONT OF THE DOOR BEFORE ENTERING.

(AMIGA ONLY)

USE THE + AND - KEYS TO ADJUST THE MUSIC VOLUME.

FILE BRIEFING

FILE #1 - THE EXPORT GANG

A SHIP WILL SOON BE LEAVING A HEAVILY GUARDED LA DOCKSIDE, ON BOARD IS A CONTAINER FILLED WITH MONEY - THE ILLEGAL PROFITS OF INTERNATIONAL DRUG RACKETEERS.

THESE VILLAINS ARE OPERATING WITH DIPLOMATIC IMMUNITY AND BELIEVE THEY ARE SAFE FROM THE LAW. EXPECT VERY STRONG RESISTANCE.

MISSION OBJECTIVE: RETRIEVE THE MONEY.

FILE #2 - THE SUBWAY

A FANATICAL TERRORIST GROUP ARE USING THE CITY'S SEWER SYSTEM TO GAIN ACCESS TO THE SUBWAY. THEY PLAN TO HOLD THE CITY TO RANSOM BY PLANTING BOMBS AT KEY POINTS WITHIN THE NETWORK.

MISSION OBJECTIVE: LOCATE AND STOP THE BOMBERS.

FILE #3 - THE FACTORY

LEO GETZ IS BEING HELD HOSTAGE DEEP WITHIN THE OLD RUNDOWN STEELWORKS.

HIS EXACT LOCATION IS UNKNOWN. THERE ARE MANY GUARDS AND THE STRUCTURE IS DECAYING AND UNSAFE. STEALTH IS RECOMMENDED.

MISSION OBJECTIVE: RESCUE LEO.

FILE #4 - CLASSIFIED

FILE ACCESS DENIED UNTIL COMPLETION OF FIRST THREE MISSIONS.

FILES 1 - 3 MAY BE CARRIED OUT IN ANY ORDER, HOWEVER,
THE MISSION CONTAINED IN FILE #4 MAY ONLY BE UNDERTAKEN AFTER THEIR COMPLETION.

WHEN ALL FOUR MISSIONS ARE SATISFACTORILY CONCLUDED, RIGGS AND MURTAUGH WILL JOIN
AN INTERNAL INVESTIGATION INTO A POLICE WEAPONRY CONSPIRACY.
IT MAY PROVE TO BE THEIR TOUGHEST CASE YET!

HOW TO PLAY

PRESS FIRE TO START.

YOU BEGIN THE GAME IN THE POLICE STATION AS RIGGS.

YOU ENTER A ROOM BY STOPPING IN FRONT OF THE DOOR AND THEN
PRESSING UP/JUMP.

THE NAME OF EACH ROOM WILL APPEAR ABOVE IT AS YOU PASS.

THE LOCKER ROOM

HERE YOU MAY CHOOSE CONTROL OF EITHER RIGGS OR MURTAUGH.

RIGGS IS A MASTER OF UNARMED COMBAT, WHEREAS MURTAUGH IS BETTER WITH A WEAPON AND
PACKS MUCH MORE FIREPOWER. YOU MUST DECIDE WHICH OF THEM WILL BEST SUIT YOUR STYLE
AND THE CURRENT MISSION.

THE COMPUTER ROOM

THE COMPUTER WILL ASSIGN YOU A CODE WHICH REFLECTS YOUR MISSION STATUS.

YOU SHOULD NOTE THIS CODE AND USE IT IF YOU WISH TO START FROM THE SAME POINT LATER.

EACH MISSION HAS A SEPARATE CODE AND INFORMATION CONCERNING EXTRA LIVES OR
AMMUNITION CLIPS YOU HAVE COLLECTED IS CONTAINED WITHIN IT. WHEN YOU ENTER YOUR
CODE OR CODES YOUR STATUS WILL BE REINSTATED.

IF YOU ENTER AN INCORRECT CODE YOUR STATUS WILL BE ERASED.

THE MISSION ROOMS

HERE THE CHIEF WILL BRIEF YOU ON A MISSION.

SELECT YES TO ACCEPT A MISSION.

SELECT NO TO RETURN TO THE POLICE STATION.

THE MISSIONS ARE GRADED FOR DIFFICULTY AND IT IS ADVISABLE TO TRY THEM IN NUMERICAL
ORDER.

IT IS VITAL TO REMEMBER YOUR STATUS CODES SO THAT YOU WILL NOT HAVE TO REPEAT A
MISSION YOU HAVE ALREADY COMPLETED.

PLAYING A MISSION

YOU ARE ABOUT TO ENTER A WORLD OF VIOLENT VICIOUS VILLAINS WHOSE SOLE PURPOSE
IS TO STOP YOU FROM COMPLETING YOUR OBJECTIVE. EXTREME FORCE IS NECESSARY TO

REACH THE END OF EACH LEVEL.

YOUR BODY ARMOUR WILL ABSORB MANY ‘HITS’ BUT BEWARE OF “COPELIMINATOR” BULLETS, WHICH CAN DISABLE WITH A SINGLE SHOT.

EACH MISSION IS DIVIDED INTO TWO OR THREE LEVELS. YOU HAVE TO PROGRESS BY NEUTRALISING ENEMIES, COLLECTING EVIDENCE AND DEFENDING YOURSELF. THERE IS A BOSS VILLAIN AT THE END OF EACH MISSION, HIS ENERGY WILL BE DISPLAYED AS A VERTICAL BAR ON THE RIGHT OF THE SCREEN. YOU MUST SAP HIS ENERGY BEFORE HE SAPS YOURS!

YOUR BATTLES WILL BE FOUGHT IN DANGEROUS AND HOSTILE ENVIRONMENTS. THERE ARE MANY DEADLY CHASMS AND MUCH ROPE CLIMBING. STAY ALERT, YOU CANNOT SURVIVE A LONG DROP!

YOU WILL ALSO ENCOUNTER LIFTS AND MANY STRANGE DEVICES, WHICH MAY HELP OR HINDER - SOME LIFTS ARE TRAPS AND WILL CRUSH THEIR OCCUPANTS AGAINST THE ROOF OR DROP AWAY WITHOUT WARNING.

THERE ARE NUMEROUS POWER-UP ICONS SCATTERED THROUGHOUT THE GAME:

SMALL HEART	- INCREASES ENERGY
LARGE HEART	- EXTRA LIFE
AMMO CLIP	- EXTRA AMMUNITION
GUN	- INCREASES FIREPOWER
MAGNIFYING GLASS	- EVIDENCE (POINTS BONUS)

STATUS AND SCORING

WHEN YOU SELECT A MISSION YOUR STATUS WILL BE DISPLAYED IN A PANEL AT THE TOP LEFT OF THE SCREEN. THIS HAS THE FOLLOWING INFORMATION:

SCORE	- INDICATES YOUR EFFECTIVENESS
LIVES	- SHOWN AS HEARTS
ENERGY	- REPRESENTED AS A RED BAR
CLIPS	- AMMUNITION IN SIX-BULLET CLIPS
BULLETS	- THE NUMBER OF BULLETS REMAINING IN YOUR GUN

POINTS ARE SCORED AS FOLLOWS:

ENEMY NEUTRALISED	- 100 - 2000 POINTS
EVIDENCE	- BONUS POINTS ARE AWARDED ON COMPLETION OF A MISSION FOR ALL RELEVANT EVIDENCE COLLECTED
MISSION BONUS	- 5000 POINTS ON COMPLETION
AMMO BONUS	- 50 POINTS FOR EVERY REMAINING CLIP

HINTS AND TIPS

- *DO NOT WASTE AMMUNITION. ONLY SHOOT WHEN ABSOLUTELY NECESSARY.
- *USE HAND TO HAND COMBAT WHENEVER POSSIBLE.
- *LOOK OUT FOR HIDDEN AMMO, YOU WILL NEED IT.
- *STAY CALM AND DO NOT HURRY.
- *CHOOSE YOUR CHARACTER WISELY TO SUIT THE MISSION.
- *EXPLORE ALL LOCATIONS - YOU MAY BE REWARDED FOR YOUR EFFORTS.
- *YOUR STATUS CODES ARE VITAL - WRITE THEM DOWN.
- *IF YOU ARE LOST IN THE SEWERS LOOK FOR LARGE RED TOUCH PANELS IN THE WALLS, THESE ARE SWITCHES WHICH MIGHT OPEN THAT LOCKED DOOR.
- *SOME LIFTS MAY HAVE TO BE SWITCHED ON.

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS.

PLEASE READ THE INSTRUCTIONS FOR LOADING AND FOLLOW THEM CAREFULLY.

THIS GAME HAS BEEN TESTED AND CHECKED FOR VIRUSES.

PLEASE DO NOT USE ANY FORM OF DISK UTILITY WITH ANY OCEAN PRODUCT AS SUCH USE MAY RESULT IN THE CORRUPTION OF DATA AND RENDER THE DISK UNUSABLE.

CREDITS

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